

The Road to Billion Transistor Processor Chips in the Near Future

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Roger Golliver**

Intel Corporation

April 22th, 2003

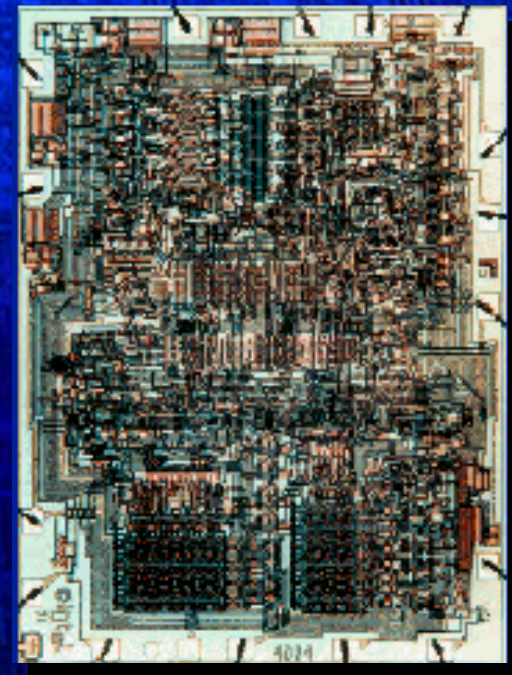
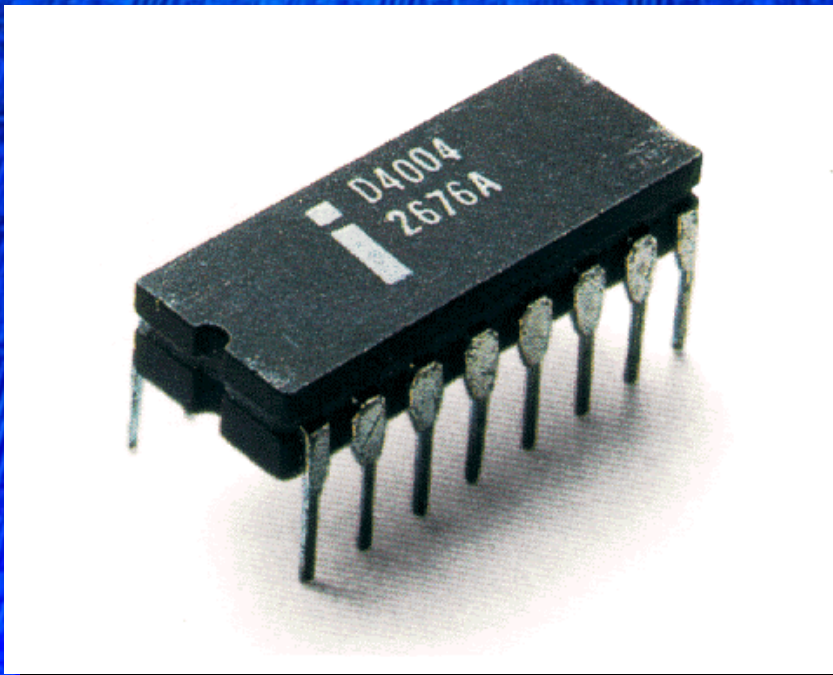


Outline

- Semiconductor Technology Evolution
- Moore's Law Video
- Parallelism in Microprocessors Today
- Multiprocessor Systems
- The Path to Billion Transistors
- Summary



Birth of the Revolution -- The Intel 4004



Introduced November 15, 1971

108 KHz, 50 KIPs , 2300 10μ transistors

intel.

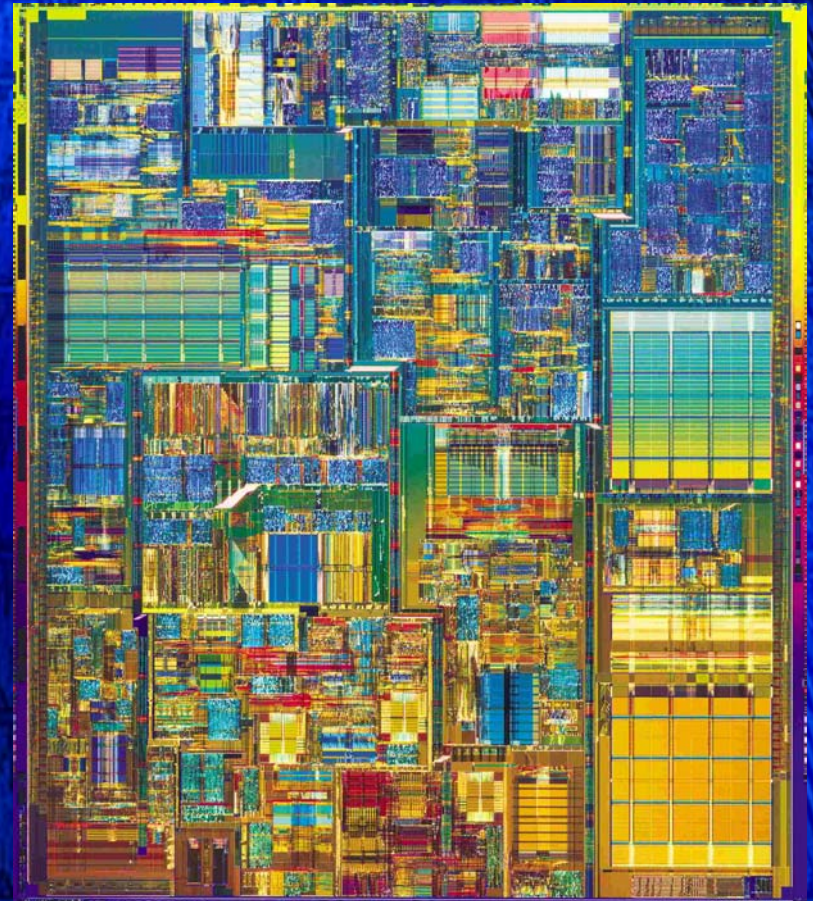
2001 – Pentium® 4 Processor

Introduced November 20, 2000

@1.5 GHz core, 400 MT/s bus
42 Million 0.18 μ transistors

August 27, 2001

@2 GHz, 400 MT/s bus
640 SPECint_base2000*
704 SPECfp_base2000*



30 Years of Progress

- 4004 to Pentium® 4 processor
 - Transistor count: 20,000x increase
 - Frequency: 20,000x increase
 - 39% Compound Annual Growth rate

2002 – Pentium® 4 Processor

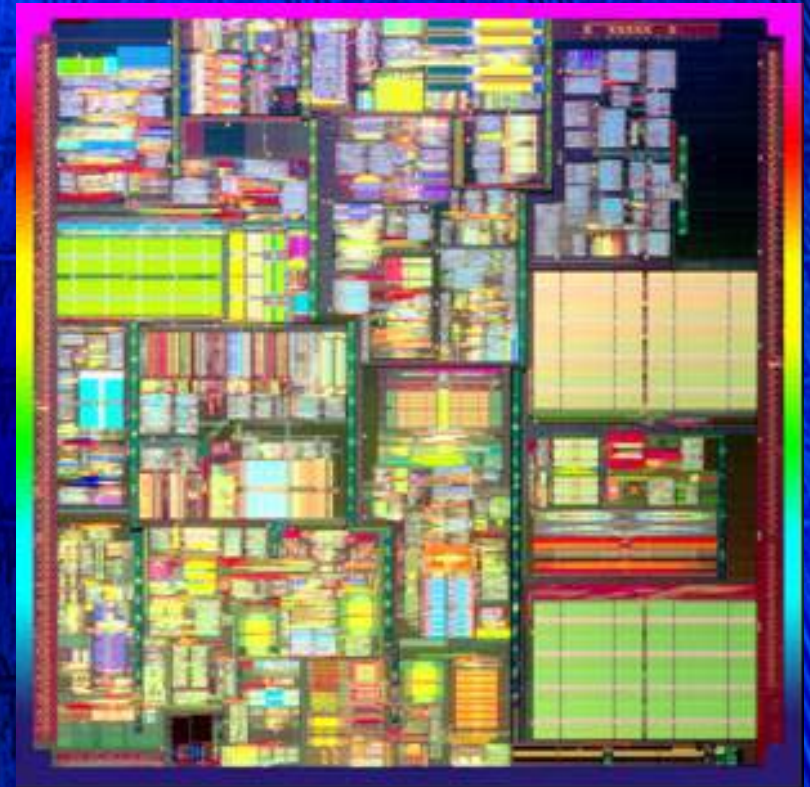
November 14, 2002

@3.06 GHz, 533 MT/s bus

1099 SPECint_base2000*

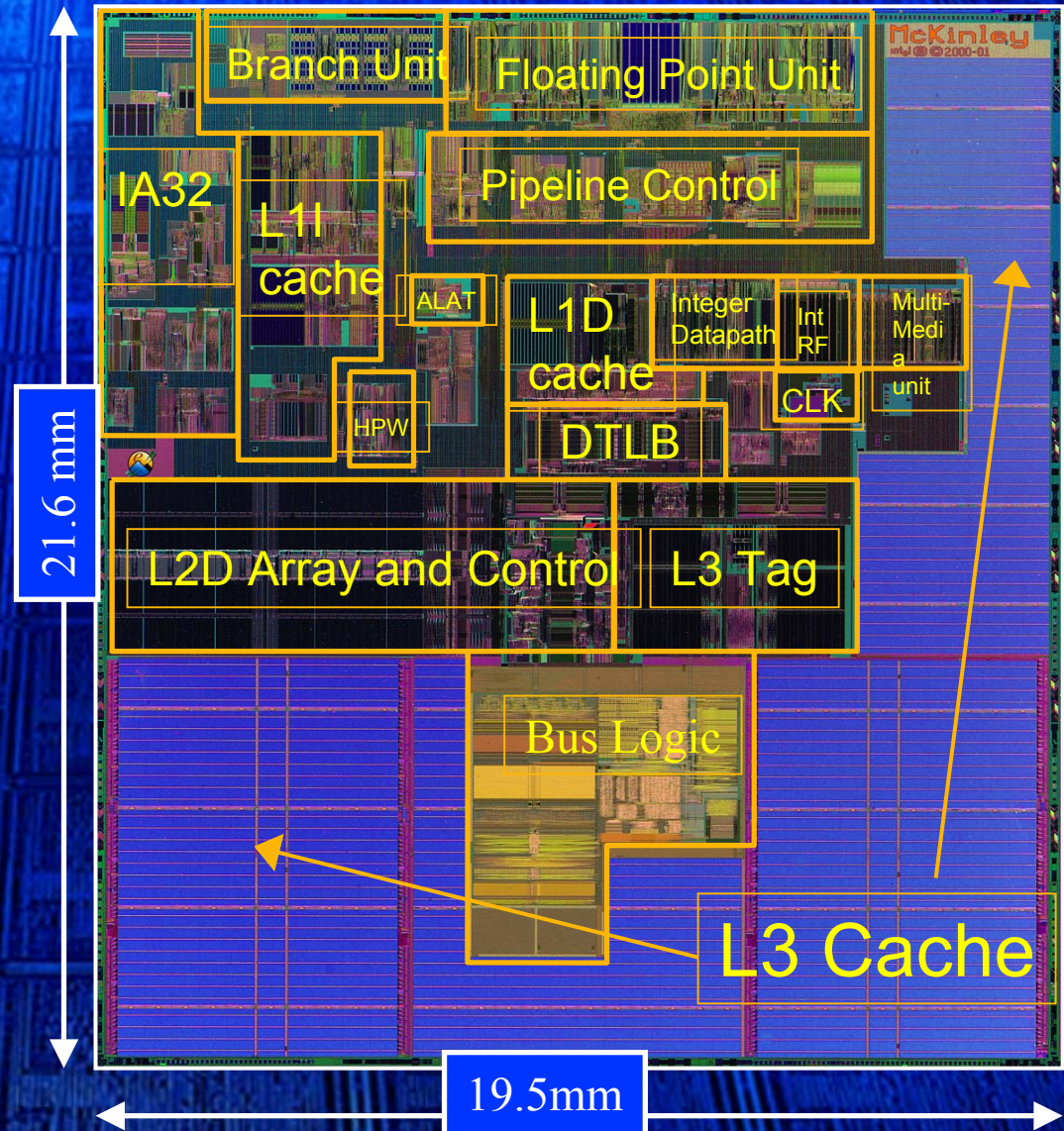
1077 SPECfp_base2000*

55 Million 130 nm process

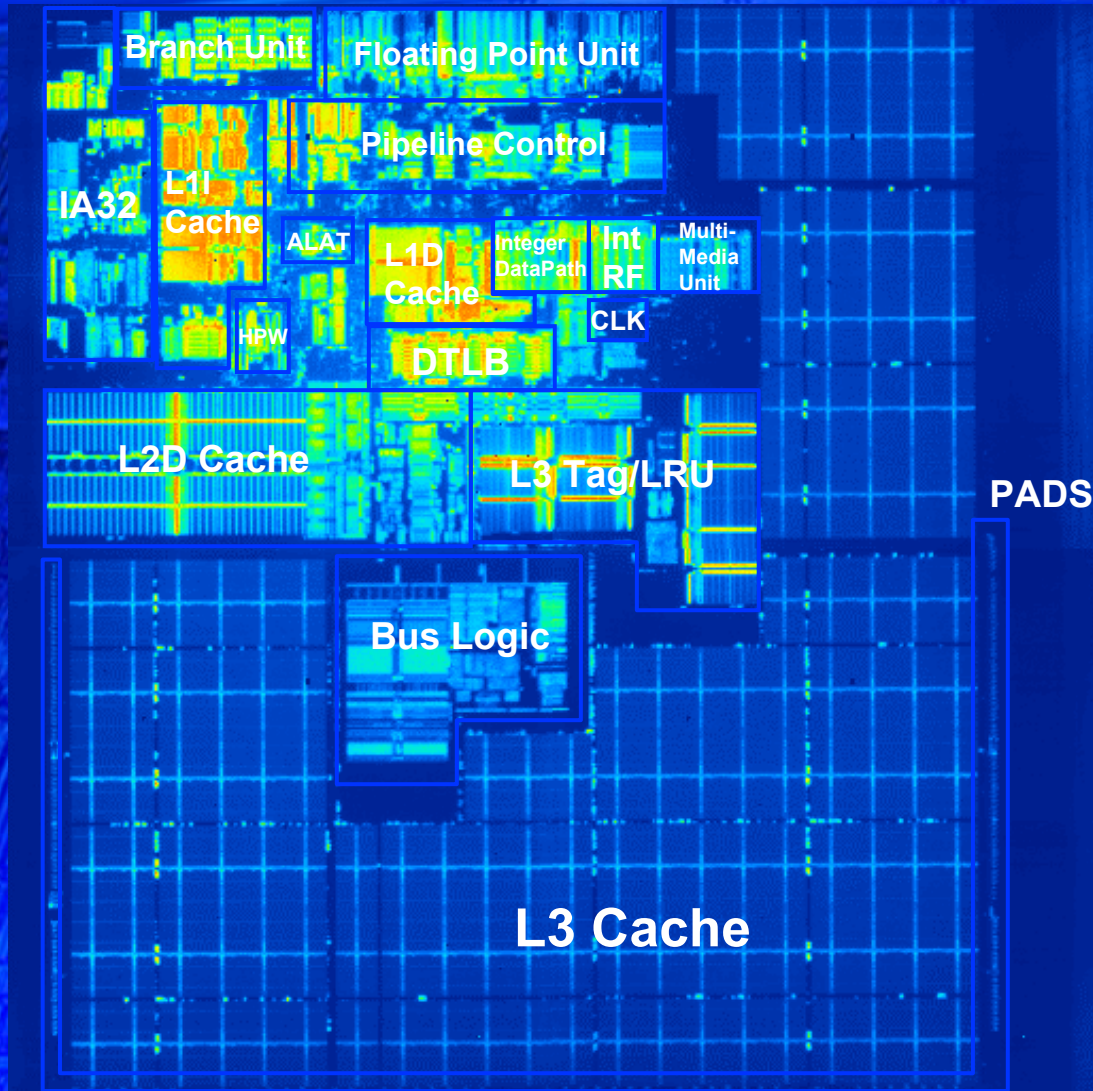


Itanium® 2 Processor Overview

- .18 μ m bulk, 6 layer Al process
- 8 stage, fully stalled in-order pipeline
- Symmetric six integer-issue design
- IA32 execution engine integrated
- 3 levels of cache on-die totaling 3.3MB
- 221 Million transistors
- 130W @1GHz, 1.5V
- 421 mm² die
- 142 mm² CPU core

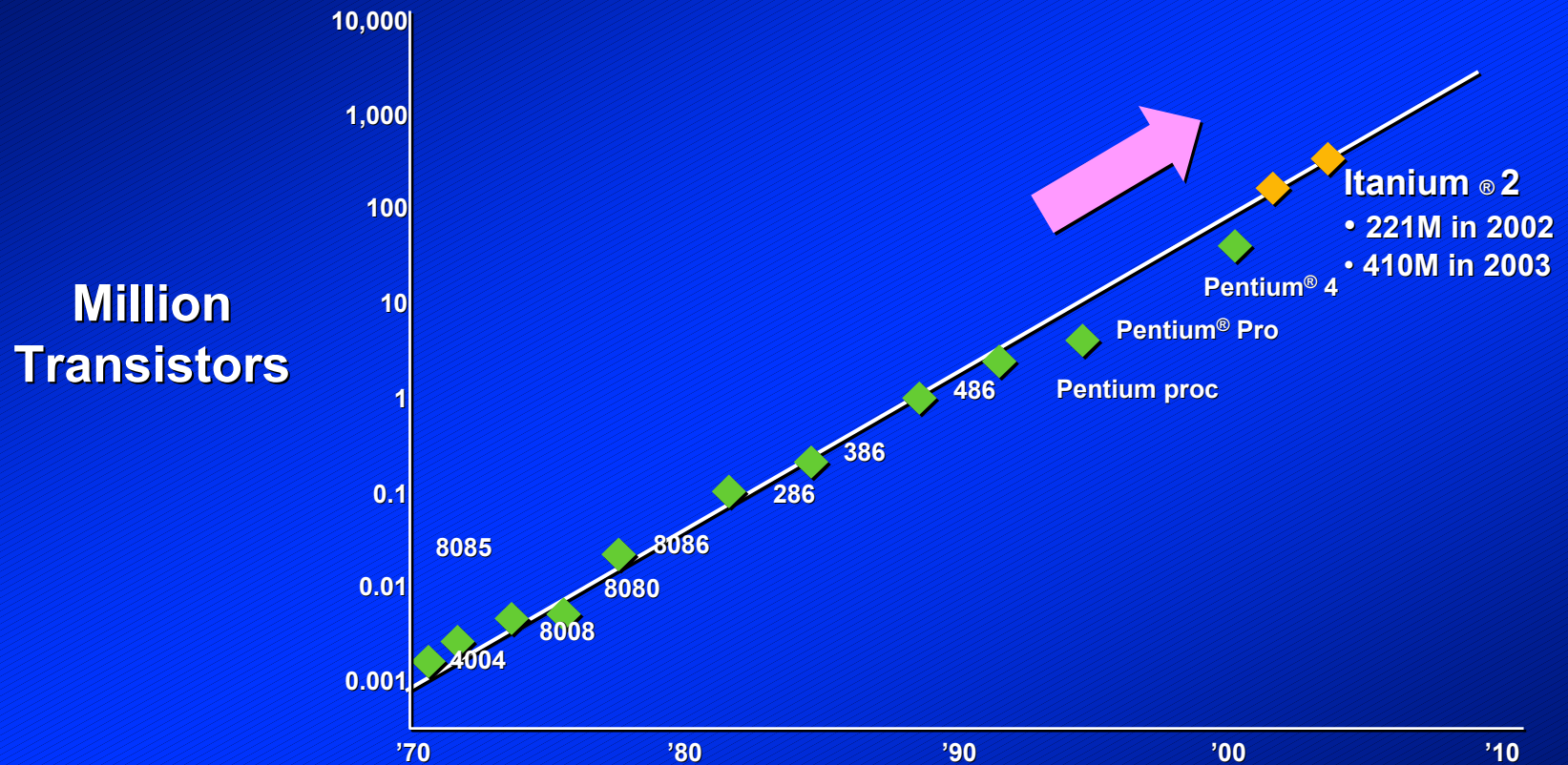


Madison Processor



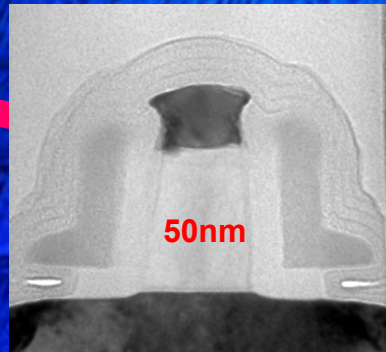
- 130 nm process
- ~1.5 GHz
- 6 MB L3 Cache
- 24 way set associative
- ~130W
- 410 M transistors
- 374 square mm

Continuing at this Rate by End of the Decade

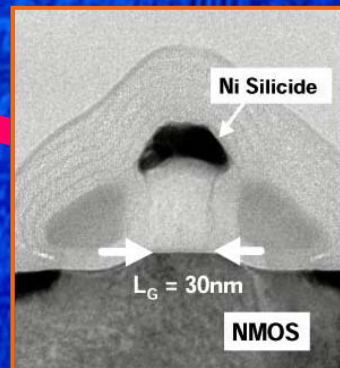


Billion Transistors possible within 4 years

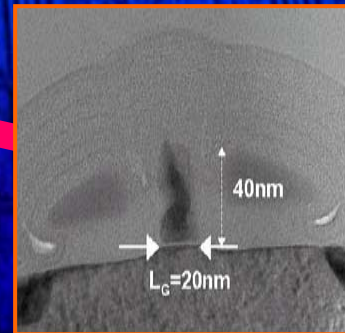
Nanotechnology Advancements



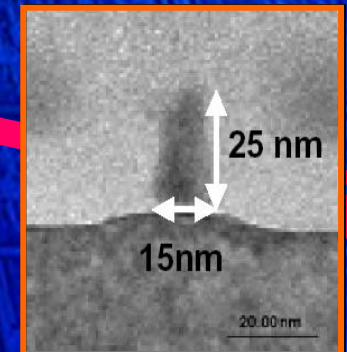
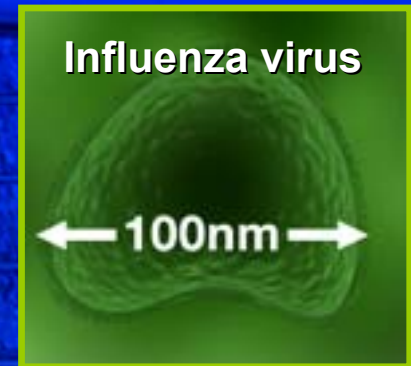
90nm Node
 $L_{\text{gate}} = 50\text{nm}$
Production - 2003



65nm Node
 $L_{\text{gate}} = 30\text{nm}$
Production - 2005



45nm Node
 $L_{\text{gate}} = 20\text{nm}$
Production - 2007



30nm Node
 $L_{\text{gate}} = 15\text{nm}$
Production - 2009



Source: Intel

Process Advancements Fulfill Moore's Law

Semiconductor Manufacturing Process Evolution

	Actual					Forecast	
Process name	<u>P852</u>	<u>P854</u>	<u>P856</u>	<u>P858</u>	<u>Px60</u>	<u>P1262</u>	<u>P1264</u>
Production	1993	1995	1997	1999	2001	2003	2005
Generation	0.50	0.35	0.25	0.18μm	130 nm	90 nm	65 nm
Gate Length	0.50	0.35	0.20	0.13	<70 nm	<50 nm	<35 nm
Wafer Size (mm)	200	200	200	200	200/300	300	300

New generation every 2 years

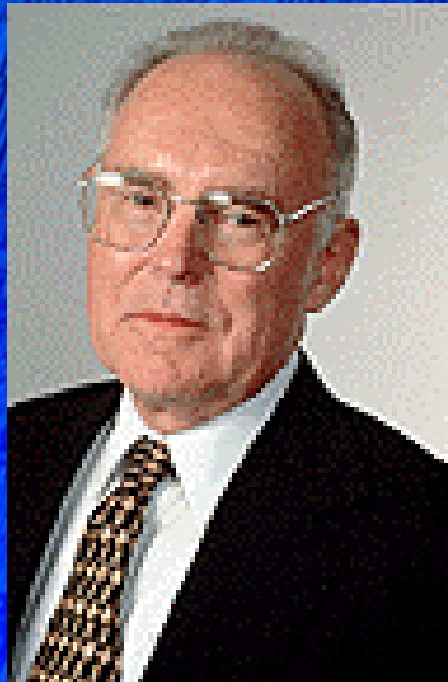


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Moore's Law



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The experts look ahead

Cramming more components onto integrated circuits

With unit cost falling as the number of components per circuit rises, by 1975 economics may dictate squeezing as many as 65,000 components on a single silicon chip

By Gordon E. Moore

Director, Research and Development Laboratories, Fairchild Semiconductor Division of Fairchild Camera and Instrument Corp.

The future of integrated electronics is the future of electronics itself. The advantages of integration will bring about a proliferation of electronics, pushing this science into many new areas.

Integrated circuits will lead to such wonders as home computers—or at least terminals connected to a central computer—automatic controls for automobiles, and personal portable communications equipment. The electronic wrist-watch needs only a display to be feasible today.

But the biggest potential lies in the production of large systems. In telephone communications, integrated circuits in digital filters will separate channels on multiplex equipment. Integrated circuits will also switch telephone circuits and perform data processing.

Computers will become powerful, and will be organized in completely different ways. For example, memories built of integrated electronics may be distributed throughout the

machine instead of being concentrated in a central unit. In addition, the improved reliability made possible by integrated circuits will allow the construction of larger processing units. Machines similar to those in existence today will be built at lower costs and with faster turn-around.

Present and future

By integrated electronics, I mean all the various technologies which are referred to as microelectronics today as well as any additional ones that result in electronics functions supplied to the user as irremovable units. These technologies were first investigated in the late 1950's. The object was to miniaturize electronics equipment to include increasingly complex electronic functions in limited space with minimum weight. Several approaches evolved, including microassembly techniques for individual components, thin-film structures and semiconductor integrated circuits.

Each approach evolved rapidly and converged so that each borrowed techniques from another. Many researchers believe the way of the future to be a combination of the various approaches.

The advocates of semiconductor integrated circuitry are already using the improved characteristics of thin-film resistors by applying such films directly to active semiconductor substrate. Those advocating a technology based upon films are developing sophisticated techniques for the attachment of active semiconductor devices to the passive film arrays.

Both approaches have worked well and are being used in equipment today.

The author



Dr. Gordon E. Moore is one of the new breed of electronic engineers, schooled in the physical sciences rather than in electronics. He earned a B.S. degree in chemistry from the University of California and a Ph.D. degree in physical chemistry from the California Institute of Technology. He was one of the founders of Fairchild Semiconductor and has been director of the research and development laboratories since 1959.

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Different Forms of Parallelism

- Within a processor core
 - multiple issue processors with lots of execution units
 - wider superscalar
 - explicit parallelism
- Multiple processors on a chip
 - Hardware Multi Threading
 - Multiple cores

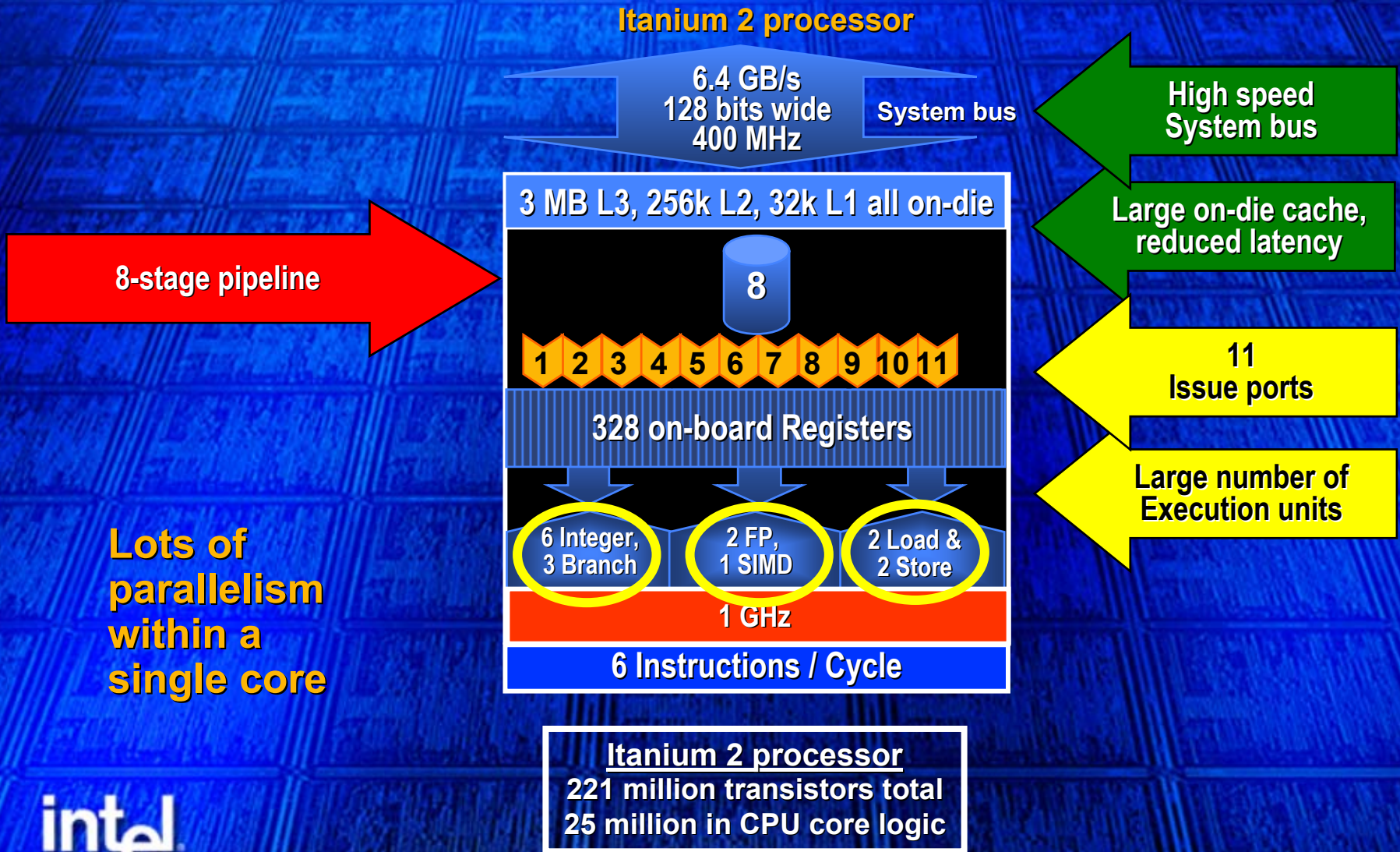
EPIC Architecture Features

Explicitly Parallel Instruction Computing

- Enable wide execution by providing processor implementations that compiler can take advantage of
- Performance through parallelism
 - Multiple execution units and issue ports in parallel
 - 2 bundles (up to 6 Instructions) dispatched every cycle
- Massive on-chip resources
 - 128 general registers, 128 floating point registers
- 64 predicate registers, 8 branch registers
 - Exploit parallelism
 - Efficient management engines (register stack engine)
- Provide features that enable compiler to reschedule programs using advanced features (predication, speculation, software pipelining)
- Enable, enhance, express, and exploit parallelism



Itanium® 2 Processor Architecture



High Performance Design Space

With Each Process Generation

- Frequency increases by about 1.5X
- Vcc will scale by only ~0.8
- Active power will scale by ~0.9
- Active power density will increase by ~30-80%
- Leakage power will make it even worse

Doubling performance requires more than 4 times the transistors



Challenges: Power and Design Complexity

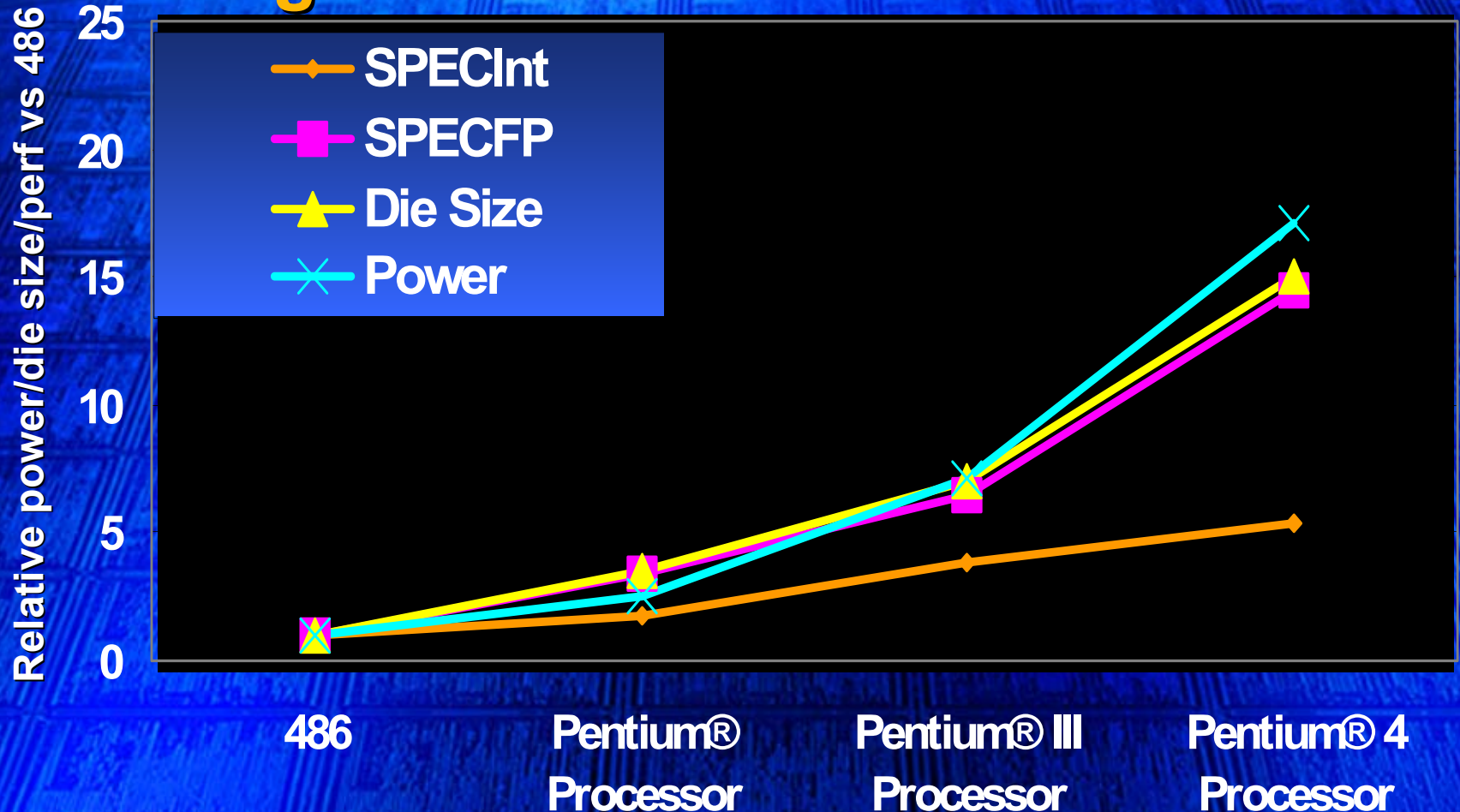
Power & Performance Tradeoffs

- Throughput Perf \propto SQRT(Frequency)
- But Power \propto Capacitance * Voltage² * Frequency
 - Frequency \propto Voltage
- Power increases non-linearly with Frequency
- Throughput Performance can be achieved at Lower Power with multiple low power cores
- Tradeoff between single stream and throughput performance for a constant power envelop



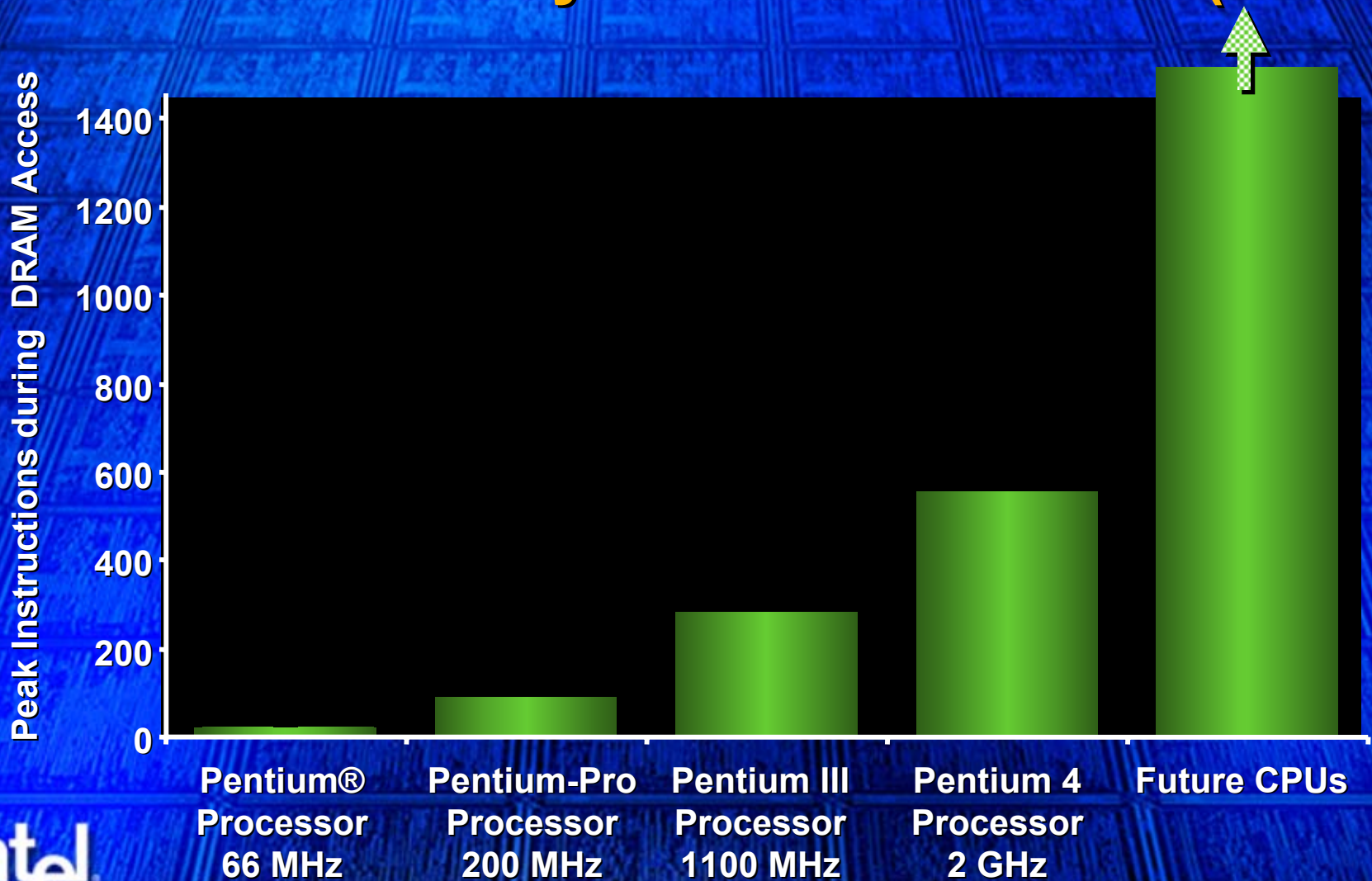
Can optimize for either Throughput or Single Stream

Single-stream Performance vs Costs

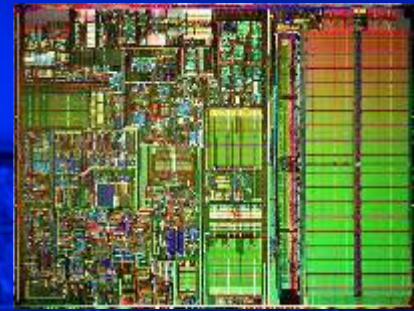


Die Size and Power have increased with Scalar Performance

Long Latency DRAM Accesses: Needs Memory Level Parallelism (MLP)



Multithreading



- Introduced on Intel® Xeon™ Processor MP
- Two logical processors for < 5% additional die area
- Executes two tasks simultaneously
 - Two different applications
 - Two threads of same application
 - Overlap execution behind memory access
- CPU maintains architecture state for two processors
 - Two logical processors per physical processor
- Power efficient performance gain
- 20-30% performance improvement on many throughput oriented workloads

HyperThreading Technology: What was added to Intel Xeon MP Processor?

Instruction Streaming
Buffers

Next Instruction Pointer

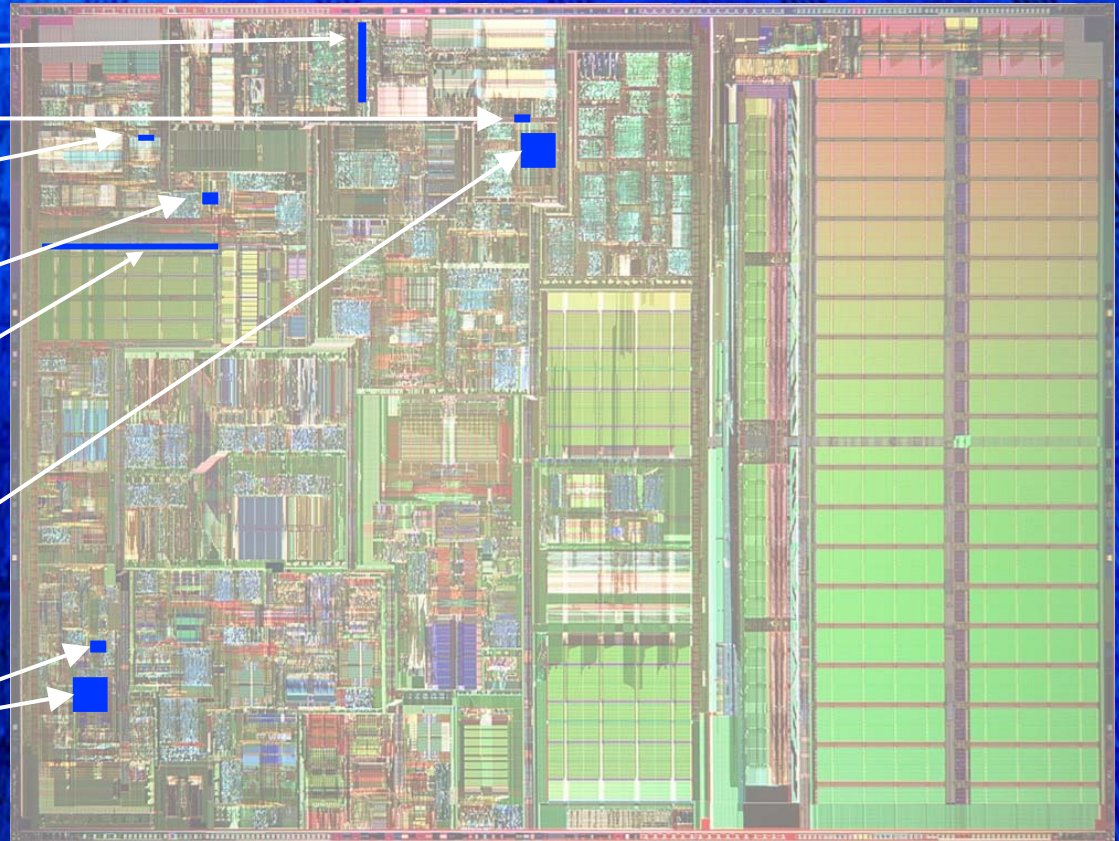
Return Stack
Predictor

Trace Cache
Next IP

Trace Cache
Fill Buffers

Instruction TLB

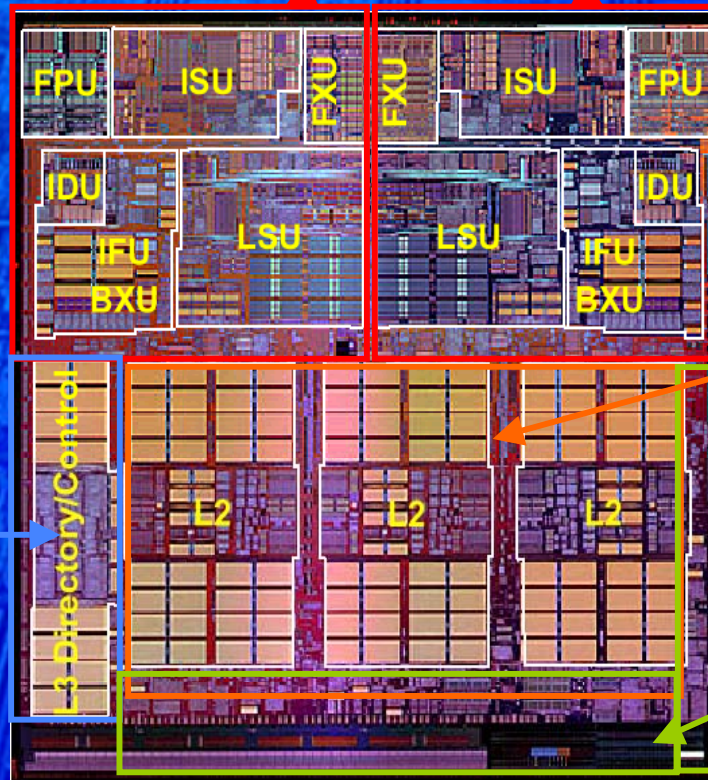
Register Alias
Tables



<5% die size (& max power), up to 30% performance increase

IBM Power4 Dual Processor on a Chip

Two cores (~30M transistors each)

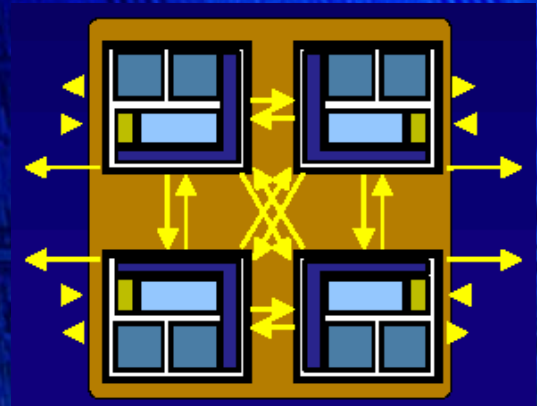


L3 & Mem Controller:

L3 tags on-die for full-speed coherency checks

Large Shared L2:
Multi-ported: 3 independent slices

Chip-to-Chip & MCM-to-MCM Fabric:
Glueless SMP

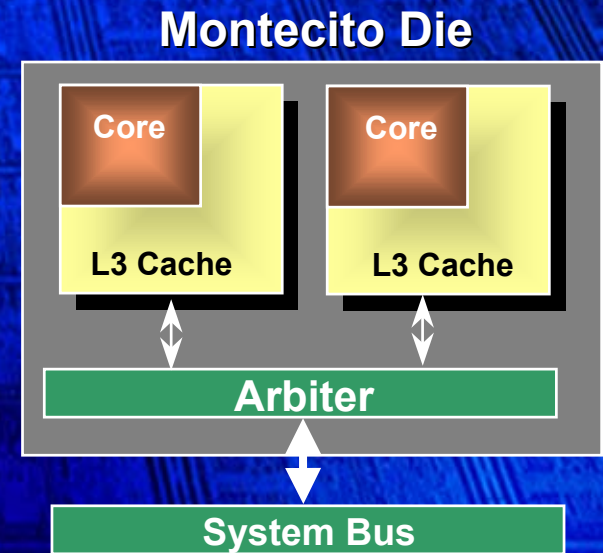


intel

*Other names and brands may be claimed as the property of others

Montecito Details

- Dual-core processor
- Each core with its own L3 cache
- Larger cache than previous processor
- Arbiter manages two cores as 1 bus interface
 - Enables same socket and protocol



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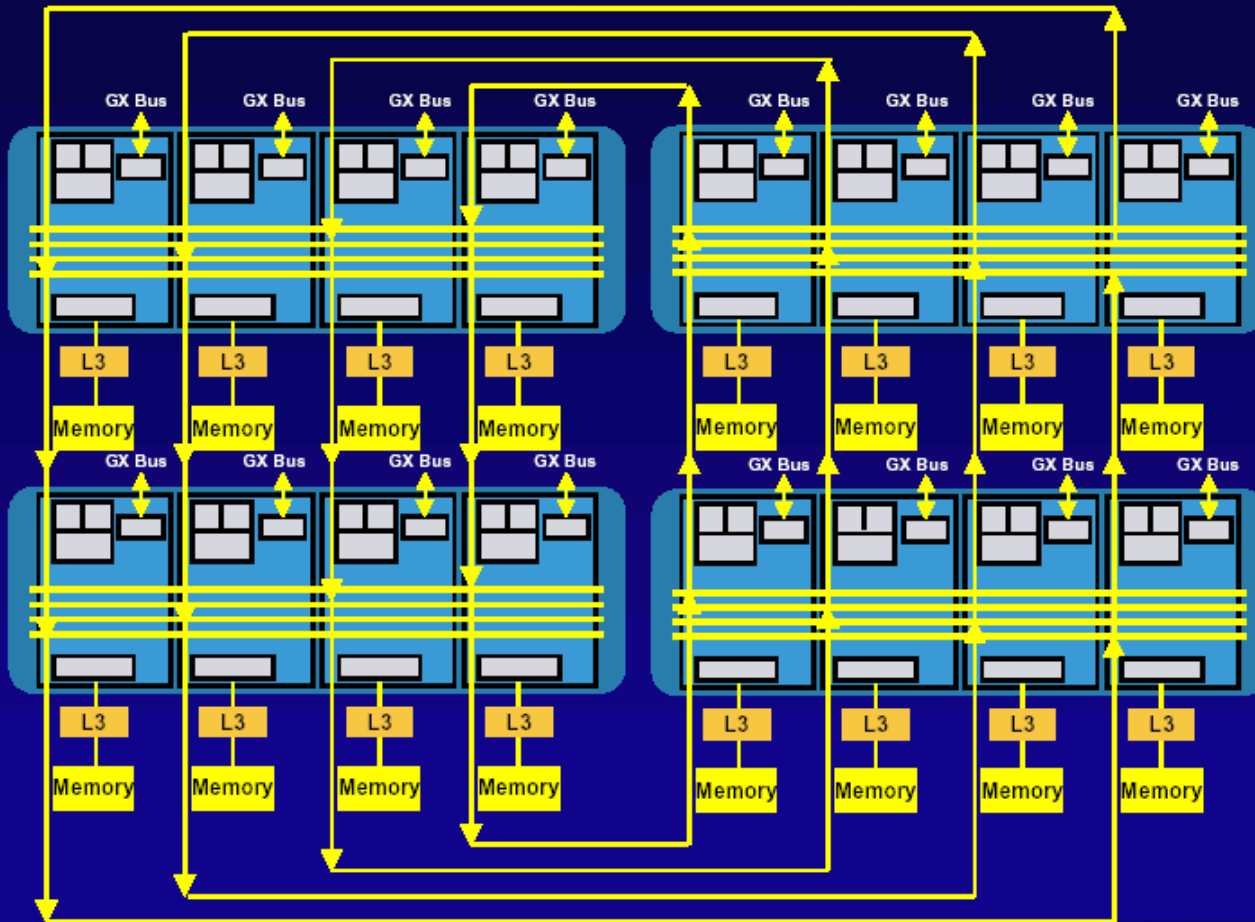
Large Multiprocessor Systems

- 32 and 64 processor systems available today
- >400K transactions per minute
- >100 Linpack Gigafllops

Historically, system level features have migrated to microprocessor chips as transistor densities have increased

IBM eServer pSeries 690

4-module, 32-way SMP System



- 1.3 GHz Power4
- 8 to 32 CPU
- 8-way MCM @ \$275,000**
- 403,255 tpmc @ \$17.80 per tpmC***
- 95 Linpack Gflops

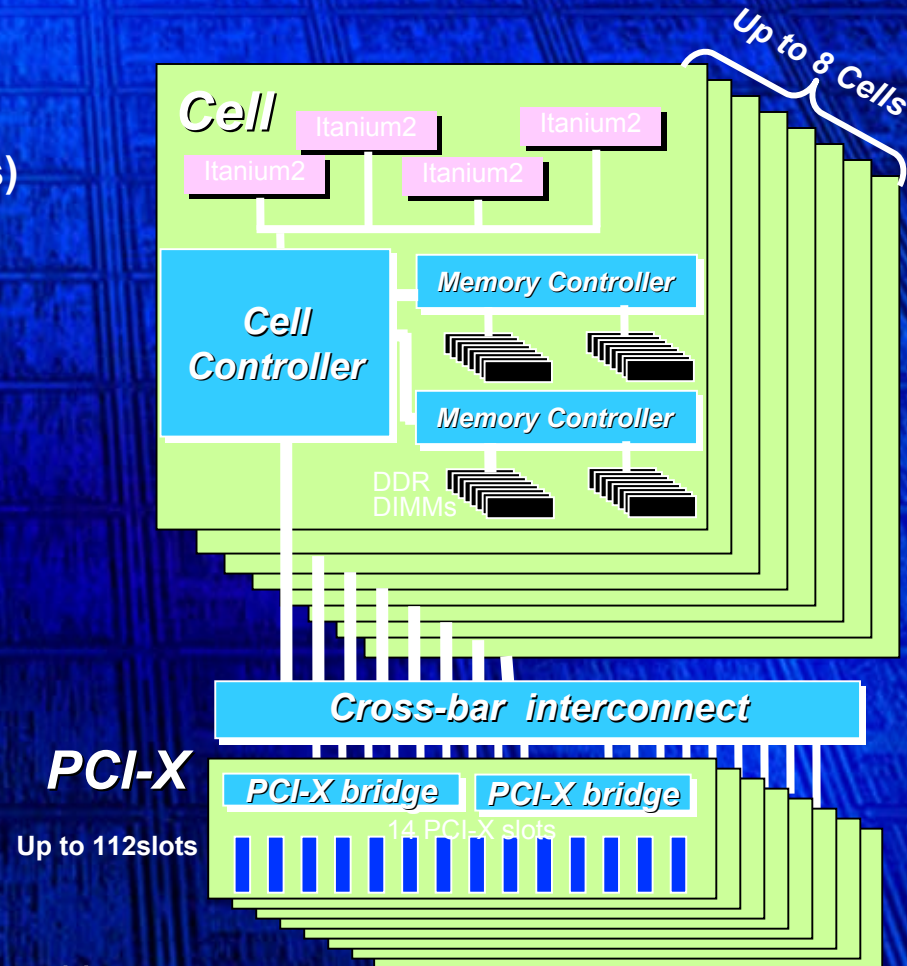
***http://www-132.ibm.com/content/home/store_IBMPublicUSA/en_US/eServer/pSeries/high_end/pSeries_highend.html

***Source: http://www.tpc.org/results/individual_results/IBM/IBMp690es_08142002.pdf

*Other names and brands may be claimed as the property of others

NEC Express5800/1320Xc SMP Server

- Up to 32 Itanium® 2 processors
- Up to 512GB memory (with 2GB DIMMs)
- Up to 112 PCI-X I/O slots
- Low latency and high bandwidth cross-bar interconnect
- Inter-cell memory interleaving
- ECC protected data transfer
- 433,107 tpmC @ \$12.98 per tpmC**
- 101 Linpack GigaFlops
- 32 Processors + 512GB @ \$2,126,090**



**http://www.tpc.org/results/individual_results/NEC/nec.express5800.1320xc.c5.030220.es.pdf

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HPC Clusters



15 node dual 2.4GHz Pentium® Xeon® cluster

- Commercial Off The Shelf (COTS) components
 - Processors
 - Packaging
 - Interconnects
 - Operating systems



2,304 Intel® Xeon™ 2.4 GHz processors power this 5.69 TFlops supercomputer at Lawrence Livermore National Labs. It rates as the fifth fastest in the world.

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Itanium® Processor Family Roadmap

Focus on Compatibility Preserves OEM and End-user Investments

Process

0.18 µm

0.13 µm

90 nm

2002

2003

2004

2005

MP IPF Roadmap

Itanium® 2
Processor
(1 GHz, 3MB L3)

Itanium® 2
Processor
(Madison)
(1.5GHz, 6MB L3)

Itanium® 2
Processor
(Madison Refresh)
(>1.5GHz, 9MB L3)

Montecito
(Dual Core)

DP IPF Roadmap

Itanium® 2
Processor
(Deerfield)

In Definition

In Definition

All dates specified are target dates, are provided for planning purposes only and are subject to change.



Steady Performance Growth Over Time

2002 Vintage Itanium® 2 Processor

Record Setting Performance for Technical Computing



Sun USIII* 1.05GHz

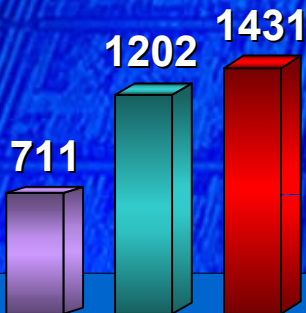
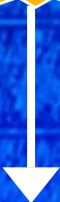


IBM Power4* 1.3GHz



Itanium® 2 processor 1.0GHz

New
Industry
Record

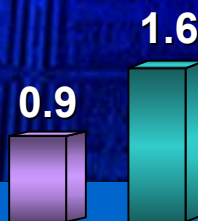


Floating Point
(specfp_base2000)

Source: <http://www.spec.org/> for Sun results as of July 2, 2002. Itanium® 2 processor results measured on HP server rx5670 using Itanium® 2 processor 1GHz with integrated 3MB L3 cache, Linux operating system, measured in Nov 2002. SPECfp® is a trademark of SPEC®.

New
Industry
Record

4.0

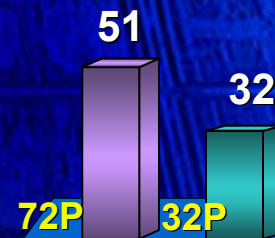


1P Stream
(GB/sec)

Source for Single processor Triad:
[http://www.emsl.pnl.gov:2080/capabs/mscf/2/capabs/mscf/hardware/results_hpcs_for_Itanium® 2 processor and IBM Power 4 results](http://www.emsl.pnl.gov:2080/capabs/mscf/2/capabs/mscf/hardware/results_hpcs_for_Itanium%20processor_and_IBM_Power_4_results). Sun result from <http://cs.virginia.edu/stream> website.

New
Industry
Record

125



32P+ Stream
(GB/sec)

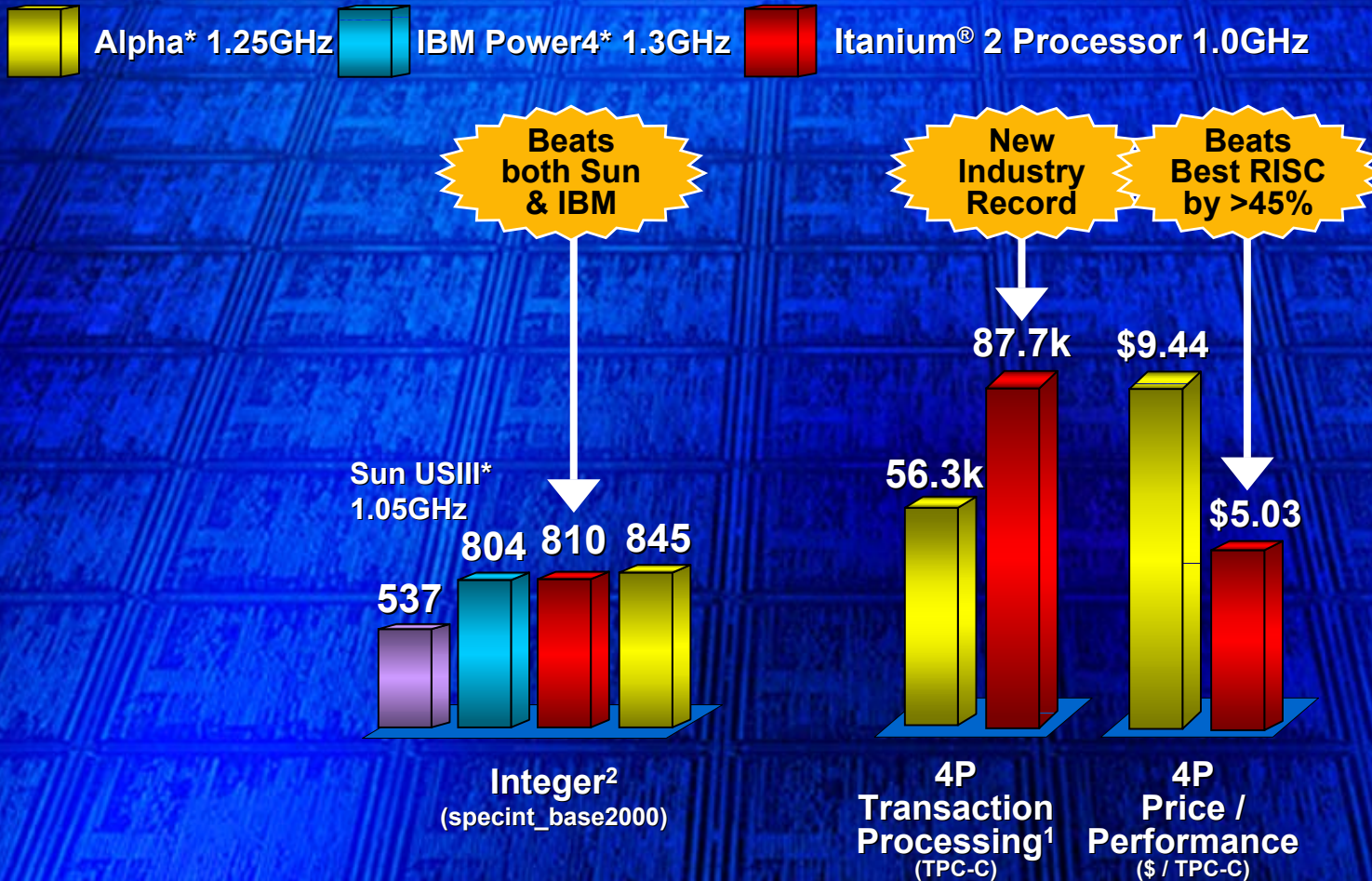
5 Source: Itanium® 2 processor measurements done on a SGI Scalable Linux System using 64 Itanium® 2 processors, 128GB memory, Linux OS. Sun result of 51 from <http://cs.virginia.edu/stream> on Sun 15K with 72 processors at 1050MHz.

Performance tests and ratings are measured using specific computer systems and/or components and reflect the approximate performance of Intel products as measured by those tests. Any difference in system hardware or software design or configuration may affect actual performance. Buyers should consult other sources of information to evaluate the performance of systems or components they are considering purchasing. For more information on performance tests and on the performance of Intel products, reference www.intel.com/procs/perf/limits.htm or call (U.S.) 1-800-628-8686 or 1-916-356-3104



Itanium® 2 Processor

Record Setting Performance for the Enterprise



Data Sources: 1) TPC-C: www.tpc.org , 2) SPEC benchmarks: www.spec.org, 3) SAP SD www.sap.com/benchmark



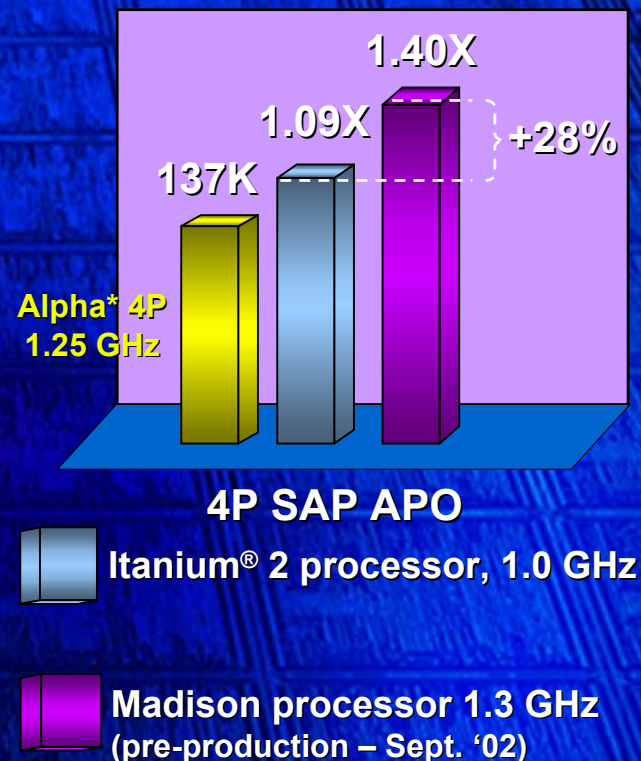
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2003 Itanium® 2 Processors

Madison / Deerfield Overview

- Extends Itanium® 2 processor architecture to .13u process technology
 - Production targets May - July 2003
- Delivers full platform compatibility
 - Socket and system bus compatible
 - Binary compatible with Itanium software
- Madison processor features
 - 1.5GHz, 6 MB L3 Cache
 - +30%-50% performance than Itanium® 2 processor

Pre-Production Madison Processor Performance Results – Sept. '02



Emphasis on compatibility preserves OEM and end-user investment in today's Itanium 2-based systems



2 Source: Alpha results using HP Alphaserer ES45, 4P SMP, Alpha 2164C 1.25GHz, 16MB L2 cache, 32GB, APO rel. 3.0, Live Cache rel. 7.2.5.7, Oracle 9i Itanium® 2 processor and Madison numbers are preliminary lab results using HP server RX5670, 4 Itanium 2 processors 1.0GHz w/ 3M integrated L3 cache or 4 Madison 6M integrated L3 cache, 32 GB, APO rel. 3.0, Live Cache 7.4.2, Windows .Net Enterprise Server LE1.2, SQL Server Enterprise Edition (64-bit) beta.

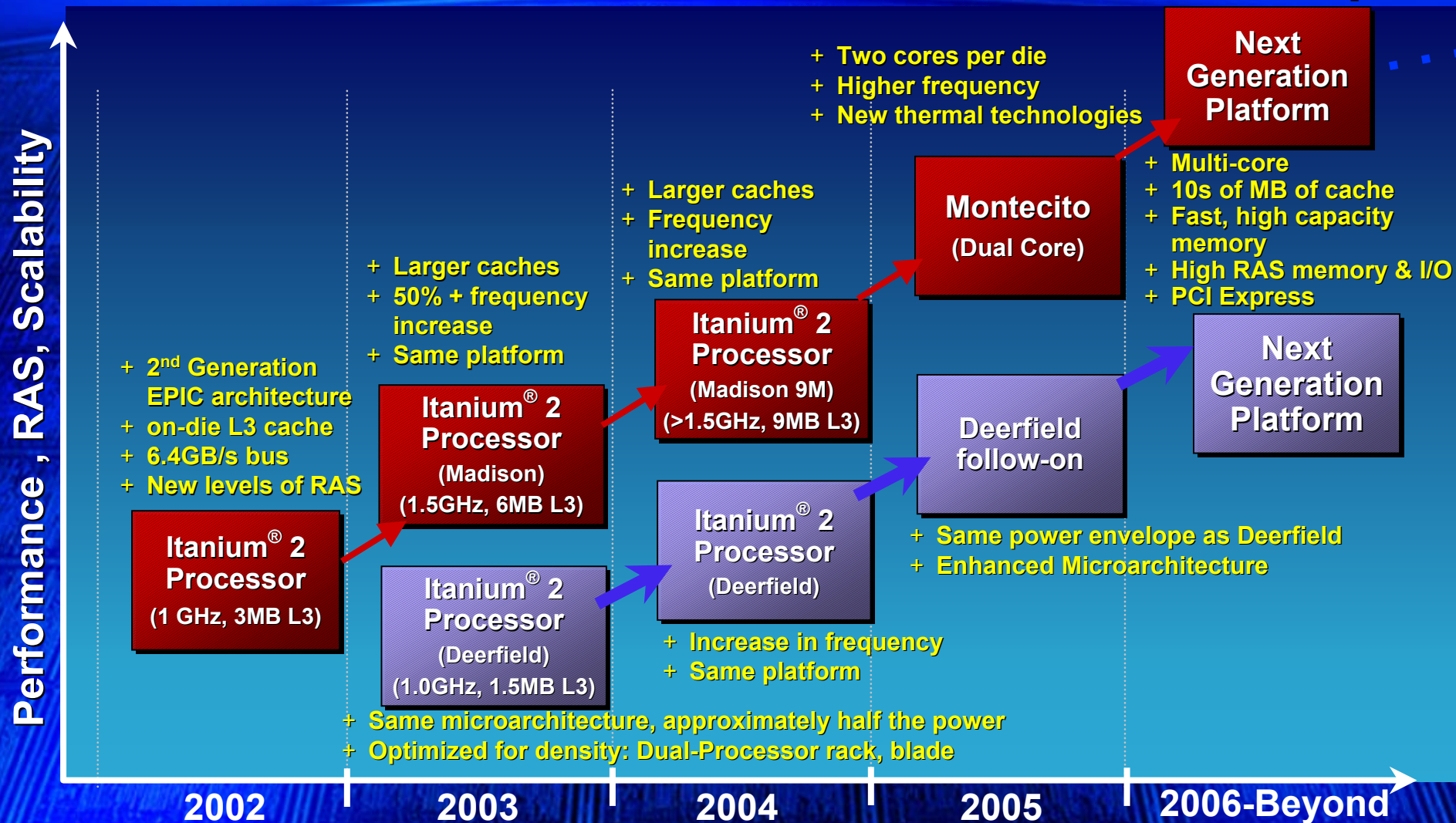
Itanium® 2 Processor (Deerfield) Summary

- Key features
 - 1.0GHz core frequency, 1.5MB L3 cache, DP only
 - 62W maximum power
- Compatibility
 - Based on the Itanium® 2 microarchitecture
 - Binary compatible with Itanium® processor software
 - Socket and system bus compatible with Itanium® 2-based DP systems
 - Intel® 870 chipset support
- Target market
 - Performance rack or blade servers and high-end workstations
- Schedule
 - Platform release target is 2H03, after Madison



***Performance of today's Itanium® 2 processor 1.0 GHz
at less than half the power***

Intel® Itanium® Architecture Processor Roadmap

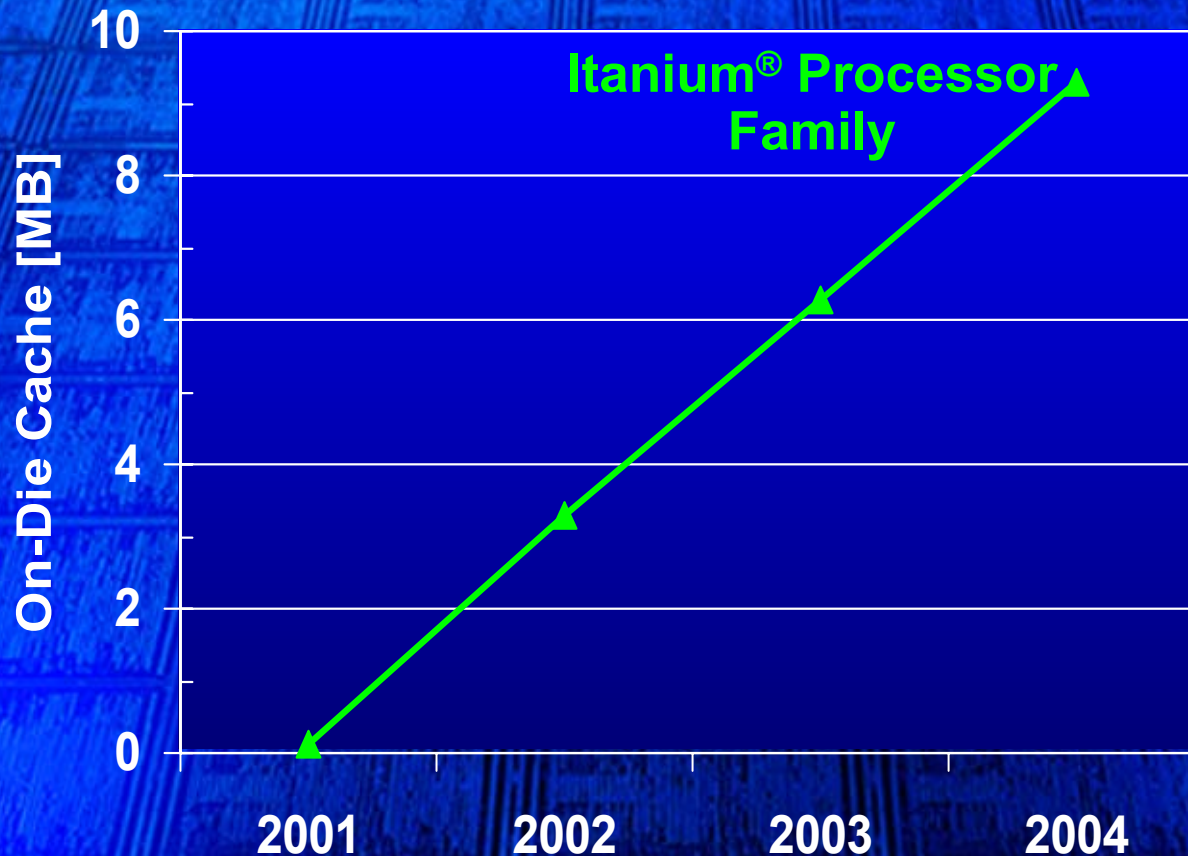


From Itanium®2 processor to Montecito: 2-4X Performance*



On-Die Cache Trends

- Significantly better latencies for on-die cache
- Higher cache bandwidth on-die (48GB/s for Madison)



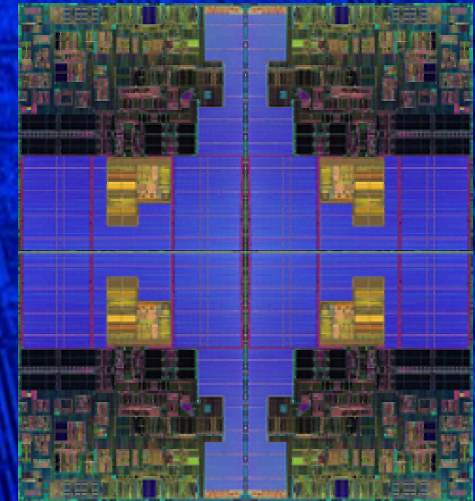
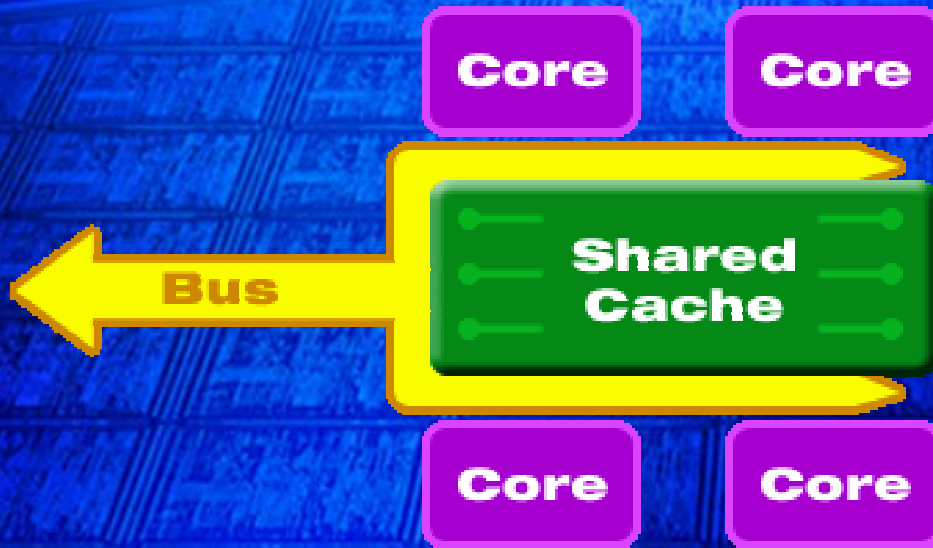
On-die Cache = Superior Latency & Bandwidth

Future Itanium Processor Family Technologies

- Higher frequencies
- Larger caches
- Lower power implementations
- Multi-core technology
- Multi-threading
- Faster system bus
- Additional RAS technologies

***Multiple new technologies to exploit
Increasing transistor counts***

A Simple Extrapolation



4 Processor system on a chip, Integrating:

- 4 Itanium[®] 2 processor Cores ~120 M transistors
- Shared Cache 16 MB ~900 M transistors
- Leaf interconnect



**1B Transistors Possible in 65 nm process
with < 500 sq mm die size**

Itanium[®] 2 Processor Baseline

Itanium[®] 2 Processor Core ~30 M transistors

L3 Cache ~65 M transistors per MB

	1 Core	2 Cores	4 Cores
3MB Cache	~ 225 M	~ 255 M	~ 315 M
6 MB Cache	~ 420 M	~ 450 M	~ 510 M
9 MB Cache	~ 615 M	~ 645 M	~ 705 M
12 MB Cache	~ 810 M	~ 840 M	~ 900 M
18 MB Cache	~ 1.2 B	~ 1.23 M	~1.3 B



Several paths to 1B Transistors

CMP Challenges

- How much Thread Level Parallelism is there in non-embarassingly parallel workloads?
- Ability to generate code with lots of threads & performance scaling
- Thread synchronization
- Operating systems for parallel machines
- Single thread performance
- Power limitations
- On-chip interconnect infrastructure
- Off-chip interconnect infrastructure
- Memory and I/O bandwidth required

Design Challenges for 1 B Transistors

- Design Complexity
 - Productivity Tools and Methods Advance
 - ...But at slower rate than Moore's Law
 - Replicating cores improves productivity
- Visibility for Test & Debug
 - Pin Bandwidth/Transistor continues to decline
 - Shrinking dimensions, increasing speeds, ...
- Power
 - Power Delivery – di/dt of Amps/nano-second
 - Thermals: Overall power and thermal density

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Summary

- One billion transistors feasible within the next 4 years
- Chip Level Multiprocessing and large caches will get us there
- Semiconductor technology will continue to drive higher performance
- Itanium® 2 processor achieving record results today
- Madison extends performance by 30%-50% in 2003
- Innovation for Itanium processor family occurring on multiple vectors
 - Multi-core Montecito planned for 2005
 - Multi-threading
 - Higher frequencies
 - larger caches
 - Faster buses